

# Wizardry®



DISK FOR:  
APPLE II, II+, II E, III  
DOS 3.3  
1 DISK DRIVE  
40K

## PROVING GROUNDS OF THE MAD OVERLORD

*A Fantasy Role-Playing Simulation*

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**SIR-TECH**  
SOFTWARE INC.



Apple II<sup>®</sup>

DISK FOR:  
APPLE II, II+, IIe, III  
DOS 3.3  
1 DISK DRIVE  
48K



# Wizardry®

"It's been a long time since I've been amazed at what a computer can be programmed to do - but [Wizardry] does amaze me. It pushes the . . . computer to its limits. The amount of detail is fantastic. Wizardry may open a whole new realm of programming."

Neil Shapiro  
Popular Mechanics

"... It has the potential to become a classic."

David Lubar  
Creative Computing

"Wizardry is not a game. It's a place."

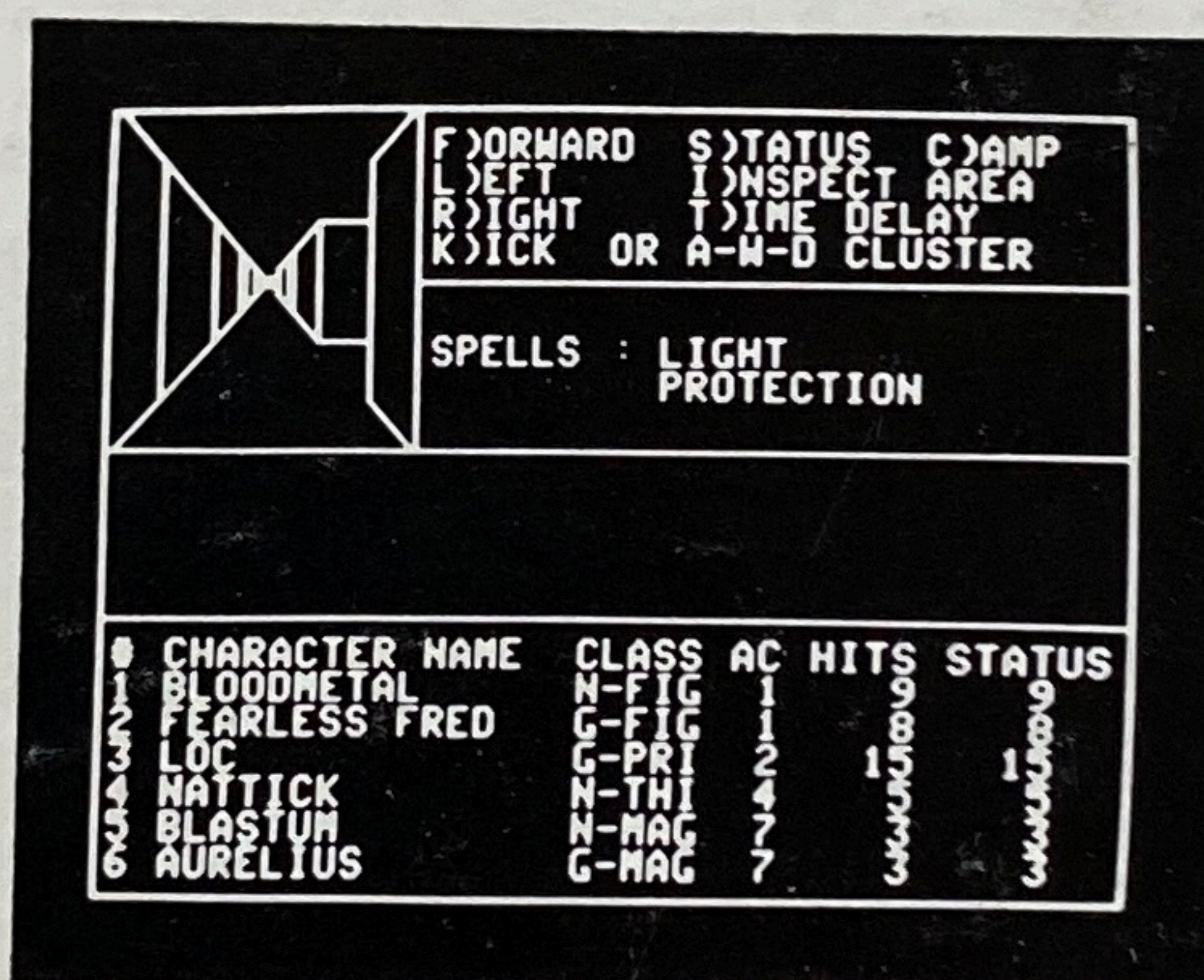
Margot Tommervik  
Softalk Magazine

better adventurers allowing them to venture deeper into the maze.

Did you buy the correct armor and magical items in the castle? Are the characters able to cooperate effectively to achieve their mission? Will your characters be strong enough to escape to the castle or an upper world. Is your party properly prepared?

Be wary! The treacherous 3-D maze has some tricks and traps of its own. Hundreds of monsters, many with magical powers equal to your own, pits, chutes, rotating rooms, teleporters, special one-of-a-kind surprises and much more will keep you on your toes for many, many hours of fun.

Are you ready to step into the world of Wizardry? Unparalleled by any other fantasy game, Wizardry allows for unlimited combination of strategies and tactics so that each quest in the maze is always fresh and interesting. Never before has a fantasy been so real.



You'll even be able to challenge your characters with subsequent scenarios featuring new dangers and more formidable foes.

Watch for the second scenario: **Knight of Diamonds.**

Proving Grounds of the Mad Overlord is the first Wizardry scenario. Starting in the safety of the castle, you assemble 1 to 6 adventurers to explore the magic and mystery of the ten level 3-D maze. Your characters may be one of five races and eight professions, each with their own strengths and weaknesses to form a party which is just right for your intended expedition.

Under your command brawny warriors, frail mages, spell casting priests, and nimble thieves accumulate experience and treasure. As your characters gain experience, they develop greater capabilities to become even

- The first Wizardry scenario
- Designed for characters level 1 to 13
- For ages 10 to adult
- From 1 to 6 players
- Ten level 3-D maze
- Maze and monsters in high resolution graphics
- 48 page illustrated manual

Please see the limited warranty in the enclosed manual.

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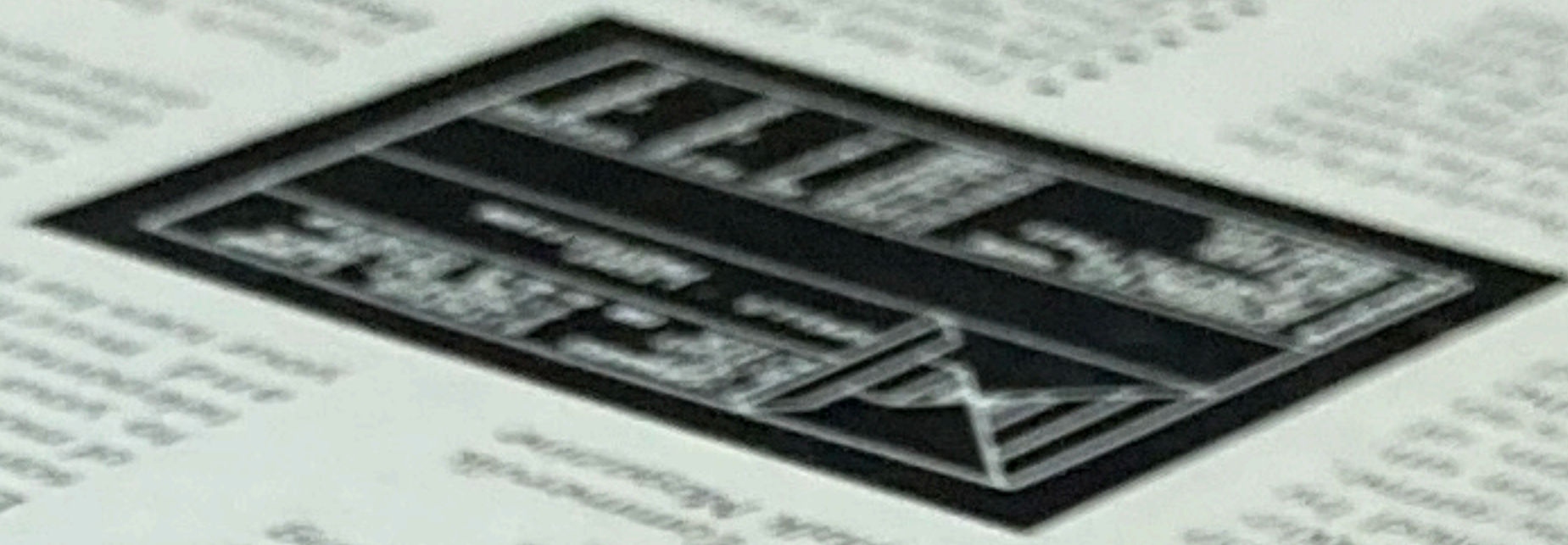






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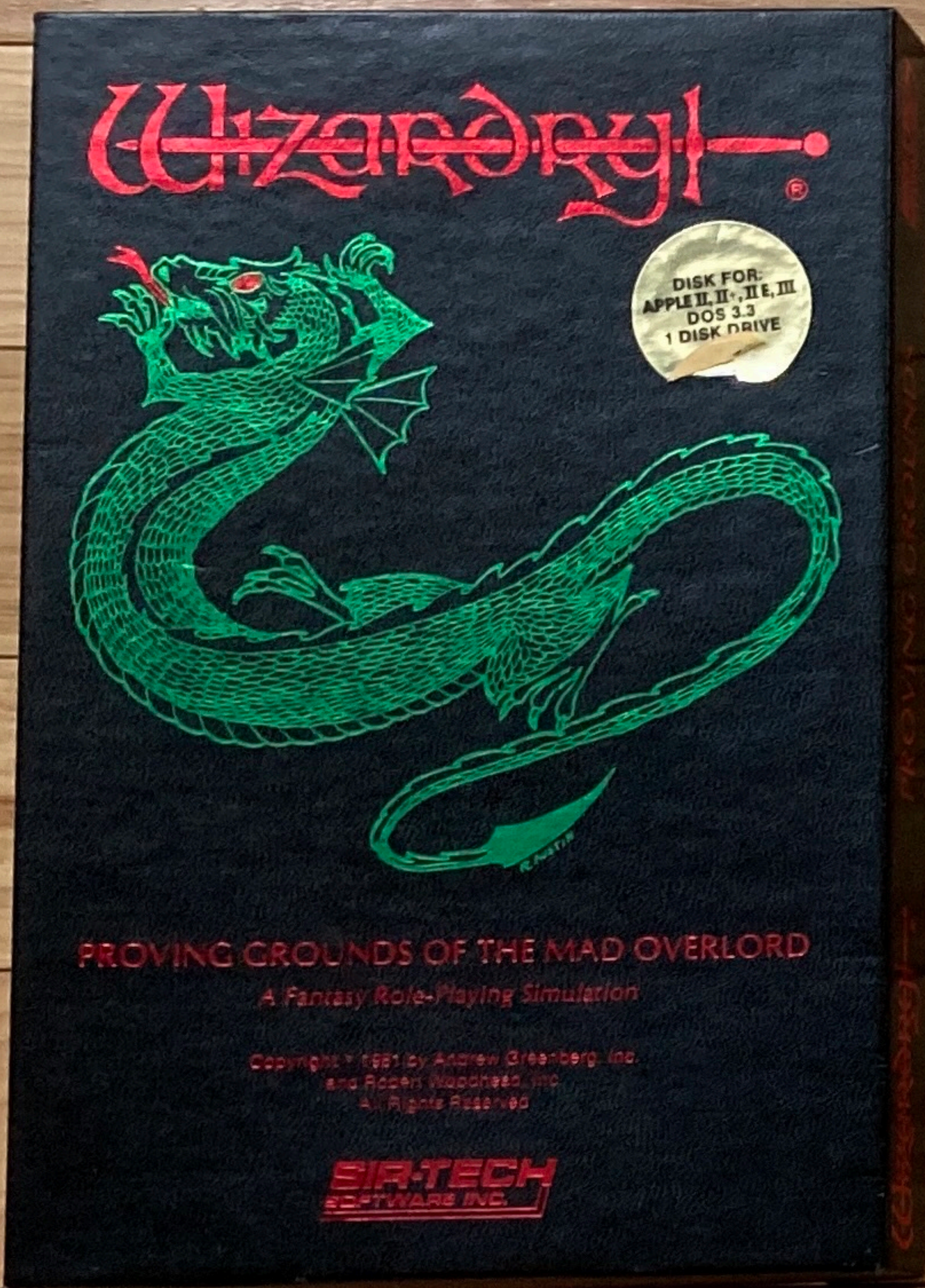












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**Wizardry**

**PLAYER'S GUIDE**

**A Game of Fantasy & Adventure**

by Andrew Greenberg and Robert Woodhead

**SIR-TECH**

**Wizardry**

**SCENARIO #1**

**Proving Grounds of the Mad Overlord**

INSTRUCTIONS AND BRIEFING MATERIALS

Proving Grounds of the Mad Overlord is the first Wizardry Scenario and is designed to introduce you to Wizardry, give you practice playing, and allow you to "build" characters up to 13th level or so.

The evil wizard Werdna has stolen a valuable item from the treasure rooms of the mad overlord Trebor. He has placed it somewhere deep in the dungeons of Trebor's castle, and left fearsome monsters there to guard it. Your mission is to develop characters powerful enough to explore the deeper levels of the dungeon and recover the item.

It is rumored that a "control center" exists somewhere in the dungeon, and that this control center allows explorers easy access to the deeper levels of the dungeon where the item may be found. Thus a logical first step would be to find this facility.

Good Luck, and may your Gods be with you!

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**Tips on Keeping Your Computer Healthy**

We hope you are getting a byte or two out of your computer each day. Here are a few tips on prolonging the life of your software.

**Clean Your Disk Drives**

Cleaning your disk drives takes only a few minutes and makes them work better. Clean your drives every second week.

**Get Your Drives Tuned**

A majority of disk problems are caused by misaligned disk drives. Your most valued software could be damaged. So protect your investment—get your drives aligned and speed adjusted at least twice a year at your dealer.

**Protect Your Computer's Power**

Computers like a steady power supply. However, large appliances or equipment send spikes down a power line. These power spikes cause memory glitches and can alter software if you were writing to the disk when a transient happened. A surge suppressor such as a Blitz Bug will prevent power surges. At \$25 to \$50, they are a good investment.

Follow these tips and you will probably never have a problem with your software. Our experience has been that at least 97% of reported software problems are caused by unmaintained computers. Your dealer is in business to support you. If you have any questions, go see him, he will be happy to help you.

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**SIR-TECH**

Dear Wizardry Purchaser:

Thank you for acquiring the most widely acclaimed game program for the micro-computer. It's popularity is attested to by Wizardry's long term standing as the number one program of its class. Among the reasons for Wizardry's great standing is its exceptional long term playing value.

It has come to our attention that some software vendors are marketing so-called "cheat programs". These products allow you to create characters of arbitrary strength and ability.

While it may seem appealing to use these products, we urge you not to succumb to the temptation. It took more than four years of careful adjustment to properly balance Wizardry. These products tend to interfere with this subtle balance and may substantially reduce your playing pleasure. It would be akin to playing chess with additional queens, or poker with all cards wild.

It has also come to our attention that some of these programs are unreliable and may even destroy the data. While we repair or replace inoperative disks free within 30 days of purchase, or for a nominal fee of \$5.00 anytime thereafter, we will not do so for disks damaged by a cheat program.

With kind regards and our best wishes for many, many hours of fun and pleasure.

Yours truly,

*Andrew Greenberg & Robert Woodhead*

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**IMPORTANT NOTICE!**

**PROTECT YOUR MASTER BY USING A BACKUP. CREATE A SCENARIO DISK FOR THIS GAME BY USING THE "MAKE SCENARIO" OPTION IN THE UTILITIES MENU.**

**AT NO TIME DURING THE GAME PRESS RESET. THIS CAN RESULT IN DESTRUCTION OF DATA ON YOUR WIZARDRY DISKETTE.**

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**Wizardry**

**MAP PLOTTING AID**

SCENARIO: Proving Grounds LEVEL: 1

MP

NOTES: Sample of Map Making Technique

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**432268** **WARRANTY/REGISTRATION CARD**

Name \_\_\_\_\_ Street \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_ Phone ( ) \_\_\_\_\_

Software Purchased\* \_\_\_\_\_ Date Purchased \_\_\_\_\_

Purchased Where \_\_\_\_\_ and \_\_\_\_\_

Classified as: ☐ Computer Store ☐ Hobby Store ☐ Mail Order  
☐ from Sir-tech ☐ Department Store ☐ Book Store  
☐ Record Store

I heard about this program from: ☐ a magazine ☐ a friend  
☐ a computer store ☐ my user group

Which magazines do you read? \_\_\_\_\_

Your computer brand name \_\_\_\_\_ Memory size \_\_\_\_\_

Number of disk drives \_\_\_\_\_ Who purchased this program? ☐ self ☐ parent

Age of purchaser: ☐ under 10 ☐ 10-13 ☐ 14-18 ☐ 19-24 ☐ 25-34 ☐ 35-50 ☐ over 50

Age of primary user: ☐ under 10 ☐ 10-13 ☐ 14-18 ☐ 19-24 ☐ 25-34 ☐ 35-50 ☐ over 50

Sex of purchaser: ☐ male ☐ female Sex of primary user: ☐ male ☐ female

\*PLEASE SPECIFY WIZARDRY SCENARIO NUMBER PLEASE RETURN CARD TO ACTIVATE WARRANTY



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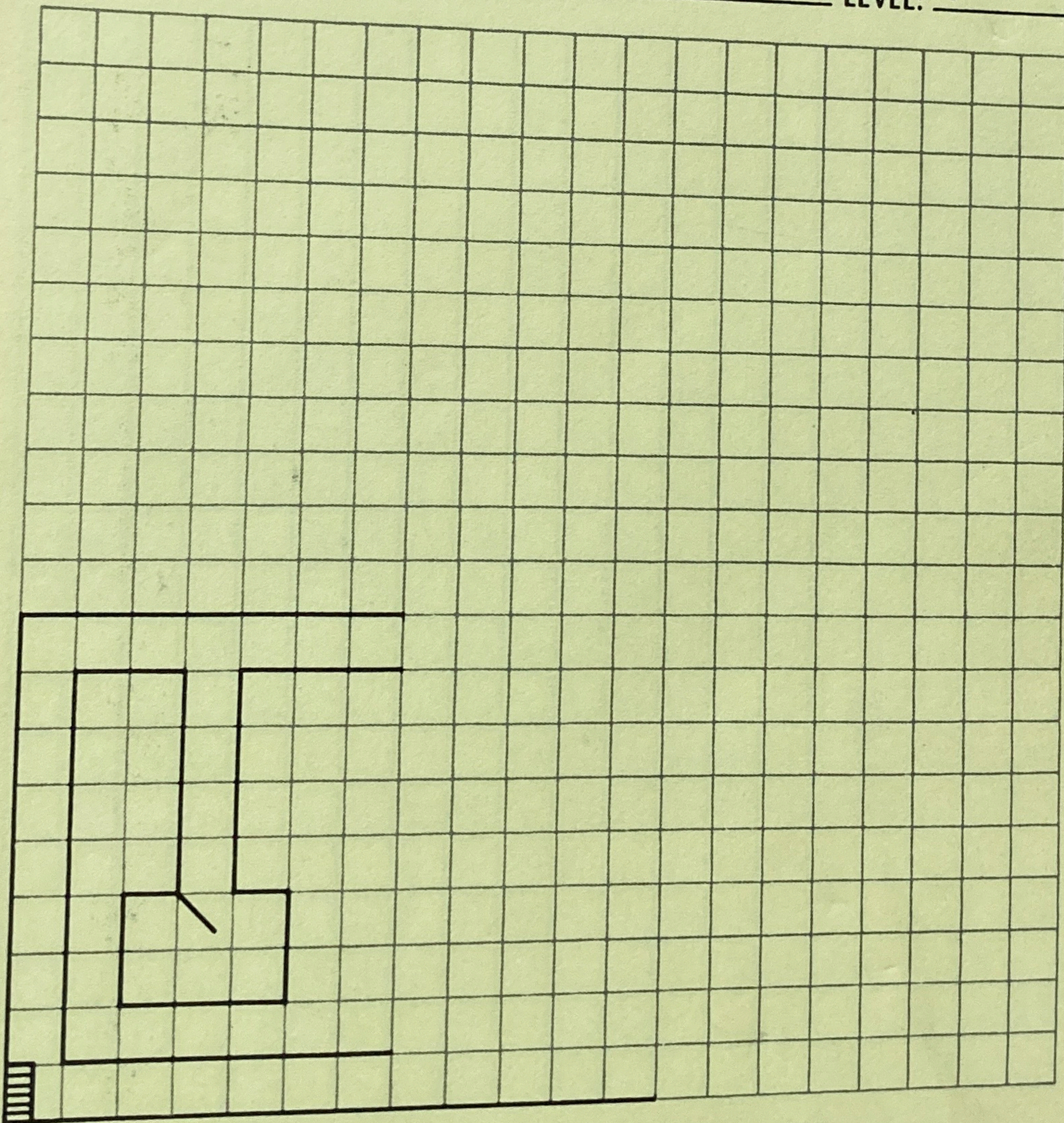
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# Wizardry®

MAP PLOTTING AID

SCENARIO: Proving Grounds

LEVEL: 1



NOTES: *Sample of Map Making Technique*

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MP



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WARRA

Name \_\_\_\_\_

City \_\_\_\_\_

Software Purchased\* \_\_\_\_\_

Purchased Where \_\_\_\_\_

Classified as: ☐ Computer Store

☐ from Sir-tech

☐ Record Store

I heard about this program from: \_\_\_\_\_

Which magazines do you read? \_\_\_\_\_

Your computer brand name \_\_\_\_\_

Number of disk drives \_\_\_\_\_

Age of purchaser: ☐ under 18

Age of primary user: ☐ under 18

Sex of purchaser: ☐ male

\*PLEASE SPECIFY WIZARDRY SCENARIO



**Wizardry**®

**PROVING GROUNDS OF THE MAD OVERLORD**  
**BY ANDREW GREENBERG & ROBERT WOODHEAD**  
**SCENARIO #1 BOOT OTHER SIDE**

**SIR-TECH**

**SOFTWARE INC.**



Wizardry®



PLAYER'S GUIDE

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**SIR-TECH**



## Edge of Town

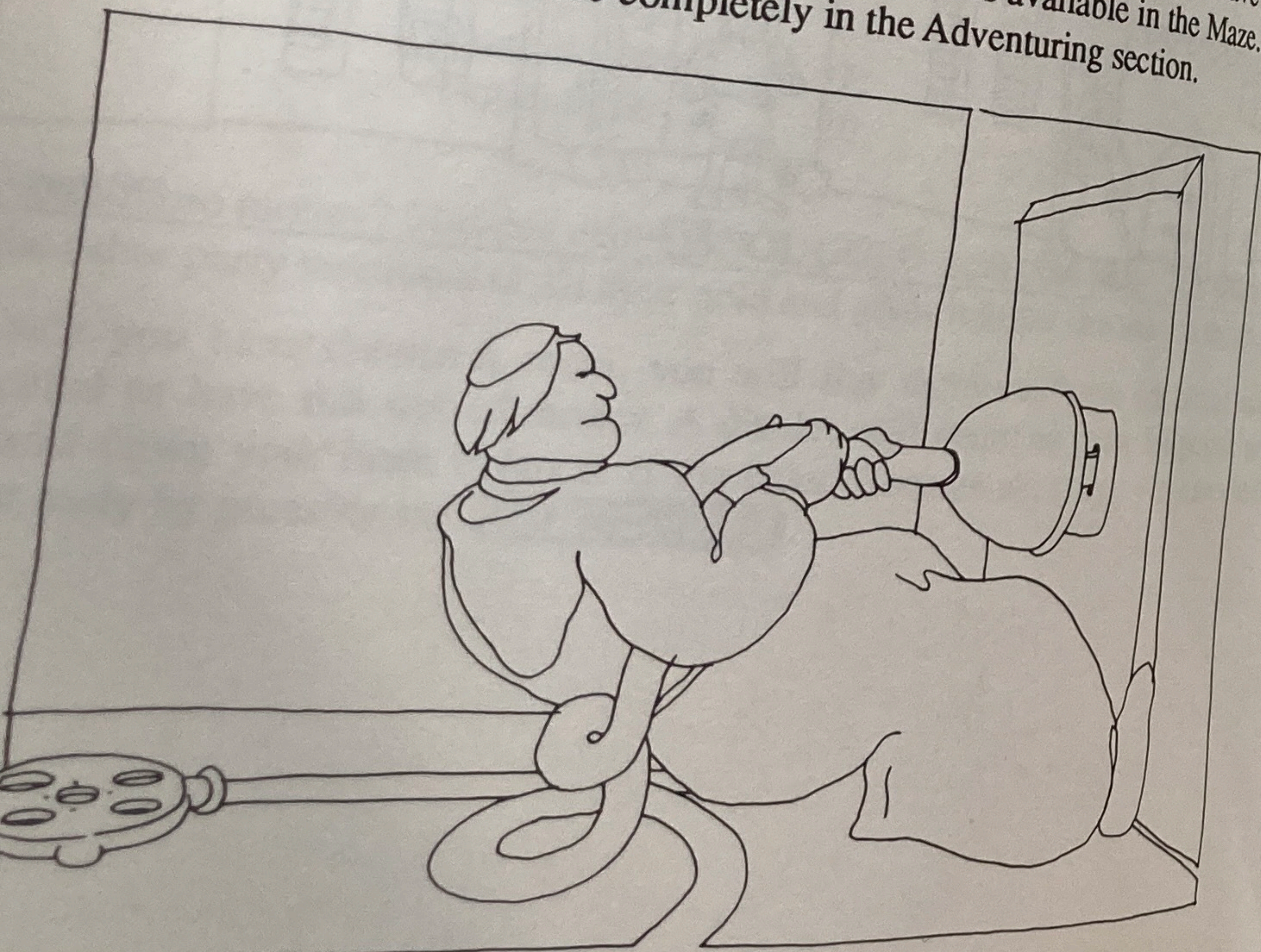
The Edge of Town lets you go to other areas outside the central Castle: The **T**RAINING GROUNDS, the **M**AZE, the **C**ASTLE, the **U**TILITIES, and **L**EAVE GAME. The **T**RAINING GROUNDS section has already been explained and **C**ASTLE returns you to the main Castle menu. From the screams of terror and loud munching noises issuing from the entrance to the **M**AZE, this is undoubtedly where your Party has to go when it is ready to begin adventuring.

**L**EAVE GAME is what you do when you are finished playing a session of Wizardry. **NEVER, EVER**, turn off your computer without using the **L**EAVE GAME option.

If your expedition is suddenly interrupted — power failure (3-year old pulled the plug), reality check (Dinner ready, so you turned off your computer), or Deus-ex-machina (Electrical storm) — your party will be left stranded in the Maze. When you restart the game, you'll find your characters are marked as OUT. There are two ways to get them back:

- You can **R**ESTART the party using the **U**TILITIES option (described later in this section).
- You can mount a rescue expedition to find the characters. You will need to **I**NSPECT areas of the Maze for the characters - this is explained in the section on moving around the Maze.

If you want to deliberately interrupt an expedition (It's 4 AM and you have to go to work soon), you can use the **Q**UIT option that is available in the Maze. This option will be described more completely in the Adventuring section.



## The Utilities

The Utilities offer you the ability to do things to the characters outside the adventure. The most important is **M**OVE CHARACTERS.

**M**OVE CHARACTERS lets you move characters between Scenario Diskettes. You will be asked to insert a Scenario Diskette (the SOURCE diskette) and select the characters you want to move. The characters will be removed from that diskette and stored in the computer's memory. Next you will be asked to insert another Scenario Diskette (the DESTINATION diskette.) The characters will be moved onto this diskette.

- **VERY IMPORTANT:** If your version of Wizardry has more than one Master Diskette, the characters will always be stored on Diskette "A".

If there are any problems that prevent a proper transfer, the characters will be returned to the SOURCE diskette. **M**OVE CHARACTERS is used for:

- Moving characters between Scenario Diskettes that belong to the same game. For example, you might move some of your characters onto a friend's diskette in order to help him mount a rescue expedition.
- Moving characters between Scenario Diskettes that belong to different games. For example, when you start playing the second Scenario, "The Knight of Diamonds", you will need to move characters from a "Proving Grounds" Scenario Diskette onto a "Knight of Diamonds" Scenario Diskette.
- When you move characters between Scenario Diskettes belonging to different games, your characters will be stripped of all their items. This is because the different games use different sets of items.

It's a good idea to make copies of your characters every so often to guard against "Acts of God." To backup your characters, write-protect the Scenario Diskette they are on, make a new Scenario Diskette (which won't have any characters on it) and move all of your characters from the write-protected Scenario Diskette to the new Scenario Diskette.

- Remember to write-enable your Scenario Diskette (by removing the write-protect tab) before using it again.
- Mark the backup diskette prominently so that you don't get it confused with your regular Scenario Diskette.
- This way, you won't wonder why your wonderful 10th level characters of last night are suddenly your 9th level characters of last week!



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NOTES: Sample of Map Making

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